DOCUMENT RESUME

ED 276 998 CS 210 107

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TITLE "Strike a Match" for Vocabulary Extension.
PUB DATE May 86
NOTE 4p.
PUB TYPE Guides - Classroom Use - Guides (For Teachers) (052) -- Journal Articles (080)
JOURNAL CIT CRUX; v20 n2 p46-48 May 1986

EDRS PRICE MF01/PC01 Plus Postage.
DESCRIPTORS *Class Activities; *Educational Games; Elementary Secondary Education; *English Instruction; Learning Activities; Reading Instruction; *Teaching Methods; *Vocabulary Development

ABSTRACT

Based on the notion that a "play-way" approach to vocabulary development is superior to rigid, formal lessons, this article presents a vocabulary extension exercise that takes the form of a word game with an element of competition. The method, procedure, and content are clearly outlined, followed by an example of a completed game on the blackboard. (JD)

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'Strike a Match' for Vocabulary Extension

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The vocabulary extension exercise is conducted over a period once a fortnight. The teacher has time enough to foster dictionary skills and get to grips with a deliberate plan to enrich the pupils' vocabulary. The teacher should use the "play-way" approach as far as possible. Stiff, formal lessons will not reap the benefit that can accrue from a stimulating lesson that includes an element of competition.

(The following lesson was planned by Miss Mudaly in her probationary year. The inspiration came from watching the "Strike a Match" television programme.)

TOPIC	'Strike a Match' word game based on the topic "Mystery, Suspense and Fear"
STANDARD	VII
OBJECTIVE	To extend pupils' vocabulary
AID	Table of numbers on the chalkboard

Method

1. Draw a table, with 48 squares, on the chalkboard
2. Appoint a pupil as scorekeeper
   Two points to be awarded for the correct matching and two more for a correct response to the question.
3. If a pupil fails to answer a question, it is then posed to the rest of the class. It is now worth only a point.
4. The teacher supplies the answer if the class fails.
5. Appoint another pupil to cross out the pairs of numbers correctly matched by a pupil.
6. No pens or paper to be used by pupils.

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Procedure

1. Start from one end
2. Pupil calls out two numbers (1 and 25)
3. Teacher responds — 1 is Ghost and 25 Owl. No match.
4. Next pupil plays. If he guesses a pair correctly (1 and 20 which both represent Ghost) he is awarded 2 points.
5. A question is then posed for 2 points — 'What is meant by the expression: "to give up the ghost"?'
6. The scorekeeper records the points while the pupil at the chalkboard crosses out the numbers.
7. And so the game proceeds.
8. The pupil with the highest score is the winner.

N.B. In the case of unfamiliar words and phrases, the teacher writes these on the chalkboard.

Content

1. What is meant by the expression "*to give up the ghost*"?
2. Give another word for "*Furtively*" (starting with the letter S).
3. Demonstrate how you would "*shudder*" if you saw something terrible.
4. Use the word *shock* as a verb in a sentence.
5. Spell the word "*resurrection*".
6. Which is the odd word out: "*musty, fusty, damp, gloomy*"?
7. What is meant by "*in cold blood*"?
8. Complete: as _____ as the devil. (e.g. deceitful)
9. "*A skeleton in the cupboard*" means ....
10. What is the *dead body* of a human being called?
11. Give a word for a *person who kills secretly* or by surprise.
12. Demonstrate: "*with bated breath*".
13. Explain the expression '*to be on tenterhooks*'.
14. What is meant by "*eerie*"?
15. Give a word which means "*incapable of being saved from evil*".
16. Complete: as grim as ....
17. What is a "mortuary"?
18. Explain: "to breathe one's last".
19. How would you explain to your friend what a *morgue* is?
20. Use the word "*haunted*" as an adjective in a sentence.
21. What is meant by "to move heaven and earth?"
22. Complete: as ... as midnight.
23. What is the dead body of an animal called?
24. Which is the odd word out "*hideous, repulsive, fearful, unsightly*?

"Strike a Match" Word Game

1	2	3	4	5	6	7	8
Ghost	Still-ness	Per-spiration	Snake	Snake	Haunted house	Mystery	Mystery
9	10	11	12	13	14	15	16
Witch-doctor	Darkness	Suspense	Coffin	Super-stition	Torch	Darkness	Owl
17	18	19	20	21	22	23	24
Anxiety	Loneli-ness	Anxiety	Ghost	Eerie At-mosphere	Cemetery	Black Magic	Cobwebs
25	26	27	28	29	30	31	32
Owl	Vampire Bat	Witch-doctor	Vampire Bat	Damp Smell	Coffin	Suspense	A shock
33	34	35	36	37	38	39	40
Black Magic	Haunted House	Eerie At-mosphere	Fear	Damp smell	Loneli-ness	Midnight	Perspira-tion
41	42	43	44	45	46	47	48
Midnight	Cemetery	Torch	A shock	Fear	Super-stition	Cobwebs	Stillness